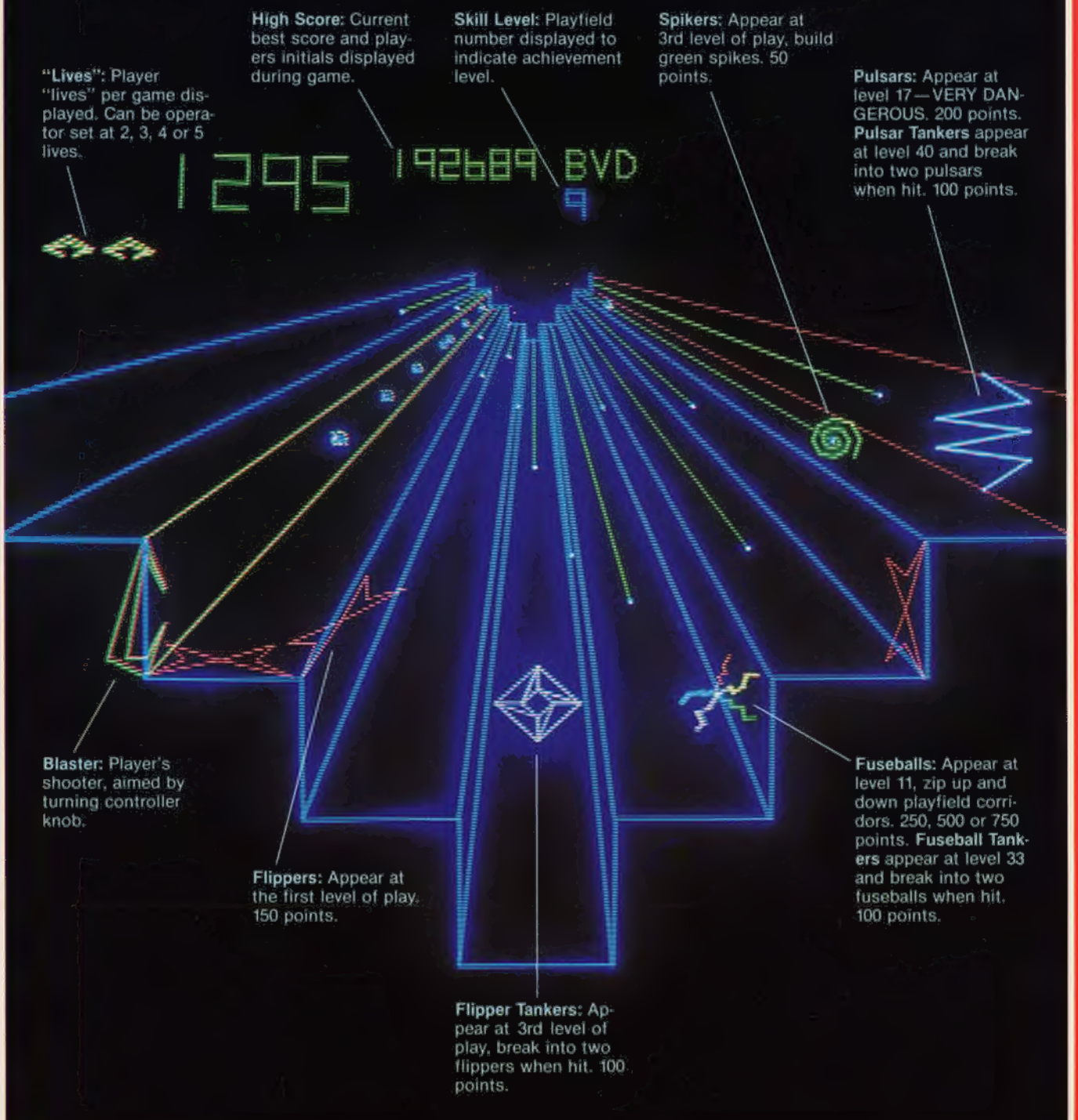
There is a new dimension beyond the boundaries of imagination...
ATARI®
TEMPEST™
A Warner Communications Company

# Introducing ATARI® QuadraScan™ Color.

QuadraScan Color is a new vision, a unique Atari-developed display system that catapults the player into a new dimension of dazzling color and incredible action. A spectacular three-dimensional visual experience that offers unparalleled challenge and excitement.




**"Lives":** Player "lives" per game displayed. Can be operator set at 2, 3, 4 or 5 lives.

**High Score:** Current best score and players initials displayed during game.

**Skill Level:** Playfield number displayed to indicate achievement level.

**Spikers:** Appear at 3rd level of play, build green spikes. 50 points.

**Pulsars:** Appear at level 17—VERY DANGEROUS. 200 points. **Pulsar Tankers** appear at level 40 and break into two pulsars when hit. 100 points.

**Blaster:** Player's shooter, aimed by turning controller knob.

**Flippers:** Appear at the first level of play. 150 points.

**Flipper Tankers:** Appear at 3rd level of play, break into two flippers when hit. 100 points.

**Fuseballs:** Appear at level 11, zip up and down playfield corridors. 250, 500 or 750 points. **Fuseball Tankers** appear at level 33 and break into two fuseballs when hit. 100 points.

- Progressive fast-paced battle action
- New 19" QuadraScan™ Color video display system in upright, height adjustable cocktail and Cabaret™ models
- 99 skill level possibilities including 7 different targets, 16 different playfield designs
- New Skill-Step™ feature allows player to start a new game at the same level as previously achieved
- Average game time and totals for 1 and 2 player games are displayed in self-test sequence
- Operator-selectable for "easy" "medium" or "hard" game play
- High Score Table displays top 8 scores, stores 3 in memory
- Operator-selectable bonus "lives" awarded at 0-70,000 points selectable in 10,000 point increments
- Spectacular new volume-adjustable sound effects
- Separate locking cashbox and coin door on cocktail and Cabaret cabinets

Atari is defining the future. Tempest is a new dimension beyond the boundaries of imagination. An extra-sensory visual and futuristic play experience that goes beyond any video game concept ever developed.

Tempest offers new high-velocity battle action and never-ending challenge.

Players use a Blaster to destroy enemy targets as they flash up the playfield corridors toward the player. The Blaster is limited to the rim of the playfield, so the player must rotate his weapon, and dodge back and forth around the edge to score and avoid being hit by an enemy.

Each time a player destroys all targets on one playfield a different, more difficult playfield design materializes along with more hostile targets.

Unique QuadraScan Color video graphics provide spectacular animation and attraction. Unique programming provides exciting new play action features.

# New ATARI Skill-Step.™

Skill-Step is a unique Atari-developed play action feature. Players can now select one of 28 skill level possibilities, and once achieved, can start a new game at the same level without the need to start all over again at the beginning levels.

Skillful players continue to be challenged while less experienced players try to master higher and higher levels.

Skill-Step offers unlimited reward to players of all skills, extends location versatility and offers operators endless profit opportunities.

**Skill Level Selection.** Player starts game by selecting difficulty level 1, 3, 5, 7 or 9, along with playfield configuration and bonus for completing that level.

**Higher Skill Levels Available.** Rotating the selector control past level 9 displays higher skill level choices. *Example:* If level 31 has been achieved, the player can begin new game at that level.

**Progressive challenge.** Each time the player destroys all the moving targets, he advances to a new, more difficult skill level.

**Super Zapper Control.** This unique control can be used only twice per level. The first time eliminates all monsters in the corridors, the second eliminates one monster.

**High Score Table with non-volatile memory.** The eight best scores are displayed in the attract mode, top three scores are retained when power is off.

**New operator information display.** A special sequence in the self-test mode displays total *number and average game times* for one and two player games, along with other data.

**Adjustable bonus lives and game difficulty.** Pre-selected bonus level and player ranking between 1 and 99 is displayed in the attract mode.

An extra "life" can be awarded between 0 and 70,000 points in increments of 10,000.

Game difficulty can be preset to "easy", "medium", or "hard".

**Coinage:**
256 coinage options, including 1 coin = 1 play, 2 coins = 1 play, and 2 plays = 1 coin.

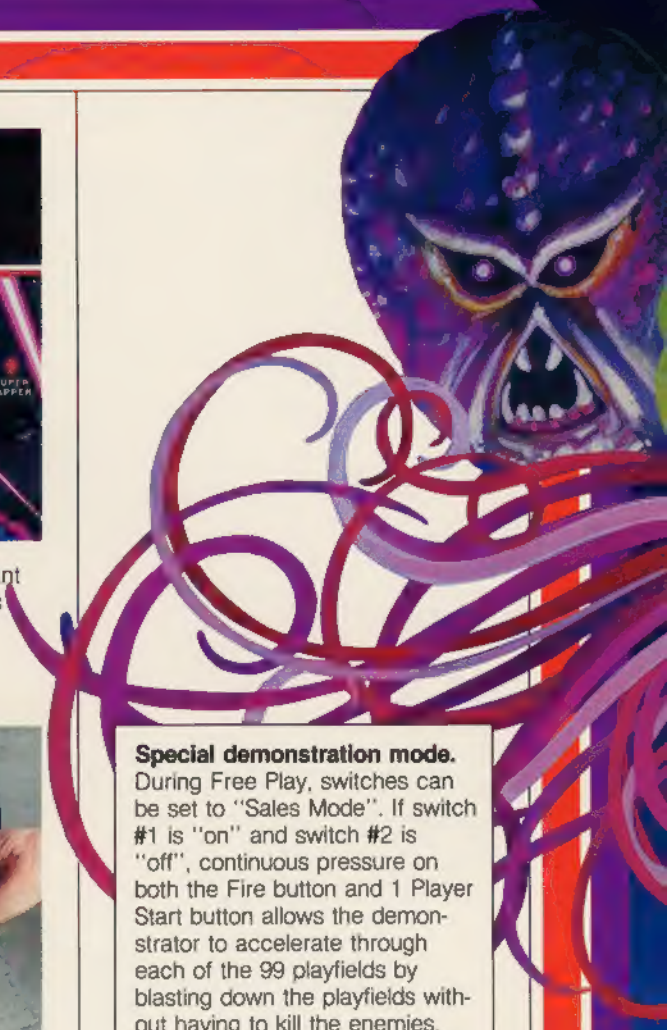
**Languages:**
Optional English, French, German or Spanish language video message presentations.

**Continuous Fire Button.** Constant pressure on the fire button allows the player to shoot continuous bursts of fire.

**Separate coin door and locking cashbox.** Direct access to the cashbox is provided on the cocktail and Cabaret cabinets without the need to enter through the coin door.

**Two Game Minimum.**
Available option.

**Enter a new dimension of profit.** Tempest is getting set to take the industry by storm. So get set for the action now. Contact your nearby Atari distributor or ask us for a referral at Atari, Inc., 1215 Borregas Avenue, Sunnyvale, CA 94086. Telephone: 408-745-2500. Or at Atari Ireland, Ltd., Fedamore House, Fedamore, County Limerick, Republic of Ireland. Telephone: 353-61-44864.



**Special demonstration mode.** During Free Play, switches can be set to "Sales Mode". If switch #1 is "on" and switch #2 is "off", continuous pressure on both the Fire button and 1 Player Start button allows the demonstrator to accelerate through each of the 99 playfields by blasting down the playfields without having to kill the enemies.

This unique feature allows distributors and operators to demonstrate all of the play levels.

**Dimensions:**
**Upright:** Height; 69 in., 175.26 cm.; Width: 25.25 in., 64.14 cm.; Depth: 32 in., 81.28 cm.; Weight: 240 lbs., 108.9 kg. Monitor: 19" QuadraScan Color.

**Cocktail:** Height: adjustable from 27 in., 68.58 cm. to 41 in., 104.14 cm. (telescoping legs); Width: 28.25 in., 71.74 cm.; Depth: 33.5 in., 85.1 cm.; Weight: 225 lbs., 102 kg. Monitor: 19" QuadraScan Color.

**Cabaret:** Height 60 in., 152.4 cm.; Width: 20.44 in., 51.91 cm.; Depth: 30.75 in., 78.1 cm.; Weight: 220 lbs., 99.79 kg. Monitor: 19" QuadraScan Color.

**Distributed by:**

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